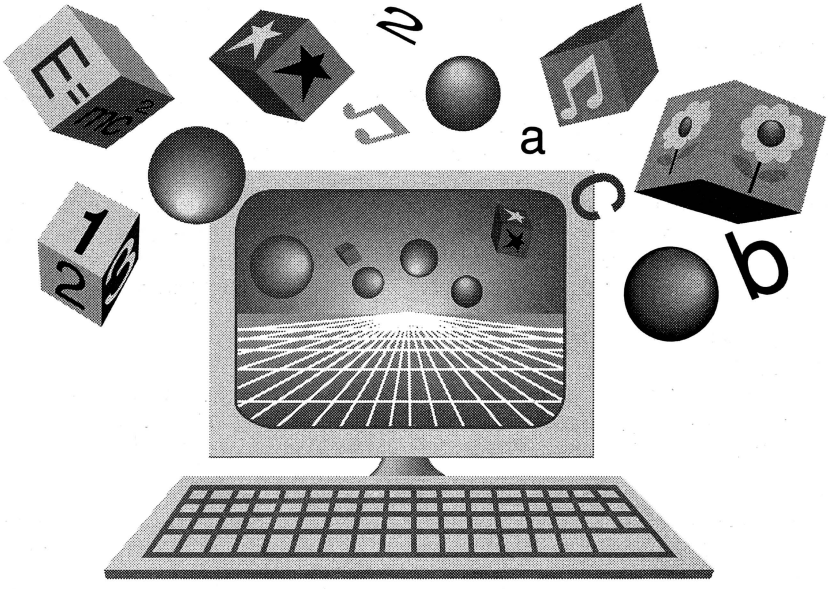
Chapter I - pp 1-3

Troll

COURSEWARE
USER'S GUIDE

TROLL
FIRST-START® BIOGRAPHIES



Troll Micro-Software

TROLL FIRST-START® BIOGRAPHIES

Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+ or II (with Applesoft and at least 48K of RAM) or Macintosh LC (with Apple IIe Card)
2. One disk drive
3. A TV set or video monitor (color is recommended)
4. Mouse optional

Overview

TROLL FIRST-START® BIOGRAPHIES introduces students in grades 1 through 3 to biographies by teaming up computer activities with paperback books about the early lives of famous people. Ten books cover the lives of Christopher Columbus, Amelia Earhart, Helen Keller, Martin Luther King, Jr., Abraham Lincoln, Pocahontas, Jackie Robinson, Harriet Tubman, George Washington, and Orville and Wilbur Wright.

After reading at least one book, students visit the Troll Biography Museum on the computer, where they can sequence the events in the people's lives, retell the biographies in their own words, match questions and answers concerning these famous people, create pictorial story circles and story lines, and more. Teachers and students can print activity sheets, including biography posters, story circles and story lines, and student-written essays.

Getting Started

If you are using a printer, make sure it is connected properly. Set the paper in place and turn on the printer.

Insert the program disk into the disk drive with the label facing up. Turn on the monitor and computer. The light on the disk drive lights up as the program loads. When the program has loaded, students are asked if they wish to have sound.

IMPORTANT: In order to properly print, the program needs to know the type of computer, printer, and interface you are using. Based on the type of computer used, the program makes certain assumptions about the other equipment. If you are using one of the following combinations (or a compatible printer or interface), the program will print.

COMPUTER	PRINTER	INTERFACE
IIc, IIGS	ImageWriter II	Printer Port
II, II+, IIe	ImageWriter II	Apple Super Serial Card in slot 1
II, II+, IIe	Epson FX-80	Apple Parallel Card in slot 1
Macintosh LC	ImageWriter II	Printer Port

The first time you use the program, you may wish to go through the program and print a picture to see if the "default" settings work for your equipment. If they do not and you cannot print, then you will need to use Teacher Options (see the Teacher Options section) to change a few settings. (NOTE: If you do not have a printer, or if you do not want your students to print, you need to use Teacher Options to turn off printing.) You will only need to do this once for a particular computer and printer, since the program can save this information.

WARNING! If the printer settings are not set properly and students try to print, the program may "freeze." If this happens, reload the program and change the printer settings.

After the sound inquiry, students see the program title. Students are then asked to choose to use the keyboard, a mouse, or a joystick. They are informed that whenever they see a picture of a book icon, they should click on it or press SPACE to go on.

Students are welcomed to the Troll Biography Museum and told that a book about a person is called a biography. Next, the Main Menu appears with the following choices:

1. **Let's Ask!**
2. **What's Next?**
3. **Let's Write!**
4. **Make a Poster**
5. **Retold Story**
6. **My Own Story**

Students click or press a number to select an activity. They may also choose **C** to see the program credits or **Q** to quit the program.

While using an activity, students may press **?** to display a help screen, **control-X** to return to the Main Menu, or **control-O** to turn the sound on or off.

The teacher may press **control-T** from the initial display or from the Main Menu to access the Teacher Options described below.

The Activities

Let's Ask!

In **Let's Ask!** students deal with *who*, *what*, *why*, *where*, *when*, and *how* questions about a famous person, by matching an "answer" with the appropriate "question." Students begin by choosing to play the one-book or two-book game and then choosing to see pictures of the famous people either as children or as grown-ups.

In the one-book game, students use the mouse or the arrow keys to select the picture of a famous person they have read about. Next, they are shown a statement, such as "I was born in Kentucky, in a log cabin," and asked if the statement is about the person shown. After a correct response, a star appears on the screen. After an incorrect response, feedback is given. If the statement is about the person pictured, students are then asked to indicate which of four questions best fits the answer statement. (For example: "*Where* was I born?" fits "I was born in Kentucky, in a log cabin," but "*How* did I get books to read?" does not.) They use the mouse or the arrow keys to scroll through the questions and select their response. If they are correct, they receive another star. If they miss twice, they are shown the correct answer. After 12 questions, students see a summary of their performance, including how many items they answered correctly on the first and second tries.

In the two-book game, students choose pictures of two famous people they have read about. When they see a statement, such as "I was president during the Civil War," they must decide which person the statement is about. The remainder of the game rules are similar to those in the one-book game, except that there are 16 questions instead of 12.

What's Next?

In **What's Next?** students practice sequencing events in the lives of the famous people depicted in the books. They begin by choosing to see pictures of the famous people either as children or as grown-ups and by selecting a famous person they have read about. Next, they are asked to put the person's life story events in order. Students may choose to work with either four or eight events. Four events are shown; students click or use the arrow keys to place each event in order, starting with the first event. If they chose to order eight events, the second set of four events is then shown for the students to sequence. After a correct response, a star appears. Following two incorrect responses, the correct answer is given. After all events have been put in order, the students see a summary of their performance, including how many events they sequenced correctly on the first and second tries.

Next, students may choose to see the four or eight story events in a story circle, to see them in a story line, or to return to the Main Menu. Students who choose "story circle" are shown a circle with four or eight numbers inside it. As they click or type each number, the corresponding story event is written at the top of the screen, and a picture depicting that event is shown inside the circle. Upon completion of the story circle, students are given the option to print if the printer option is turned on (see Teacher Options). They may print the story sentences, the story circle, or both. Students who print just the story circle may wish to write their own sentences about each picture on the printout by hand. In addition, the printed sentences can be cut apart into separate strips and mixed up, so that students can play **What's Next?** as an off-computer game by placing the strips in order.

Students who choose "story line" are shown a number line with four or eight numbers on it. As they click or type each number, the corresponding event appears at the top of the screen, and a picture depicting that event appears below the line. As with the story circle, students have the option to print the story sentences, the story line, or both. Students who print just the story line may wish to write their own sentences about each picture on the printout by hand. In addition, students who print just the story line can play a picture version of **What's Next?** To prepare, they cut off the story line, cut apart all the pictures, and mix them up. To play, students try to place the pictures in sequential order along the line.

Let's Write!

Let's Write! gives students the opportunity to write about one of the famous people depicted in the biographies. Students first choose to see pictures of the famous people either as children or as grown-ups. Next, they select the picture of a famous person they wish to write about. This picture is then shown hanging in the museum's Picture Gallery with a blank plaque beneath it. Students are asked to write about this famous person for the gallery (up to five lines fit on the plaque). They may wish to write about why this person is famous or what this person's life means to them. If they want to edit what they wrote, they may use the arrow keys to move the cursor to the place where they want to make the change. Students press **return** when finished with their writing. In case they press **return** by mistake, they are asked if they are finished and may return to edit their work if they wish. If the printer option is turned on (see Teacher Options), students may choose to print the portrait and what they wrote, and perhaps color the picture. Teachers may wish to post these portraits in the classroom in a Picture Gallery. This gallery can be used to highlight which books students have read

so far and encourage them to read more.

Make a Poster

Many students enjoy printing banners and posters. In this activity, students may print pictures of the famous people featured in the books. They begin by choosing to view pictures of the famous people either as children or as grown-ups. Next, they select the pictures (up to ten) that they wish to include on their poster. The poster is then printed, with each picture printed on a separate page. Before hanging their posters, students may wish to write on them or color them.

Note: This activity is only appropriate for students with access to a printer. If the print option is turned off (see Teacher Options), students see a message at the beginning of this activity and return to the Main Menu.

Retold Story

In **Retold Story**, students are encouraged to retell the story of a famous person in their own words. First, they choose to see pictures of the famous people either as children or as grown-ups; then they select the picture of a famous person they wish to write about. Next, they type their name to indicate that they are the author of the story they are about to write. The directions suggest that they write about the famous person's life in their own words, including the important life events. After writing up to eight lines, students press **return**. They then proofread the story; if they wish to make changes, they may return to their story. Students may edit what they wrote at any time by using the arrow keys to move the cursor to the place where they want to make the change. If the printer option is turned on (see Teacher Options), students may print their work, which includes a title, their name, their story, and two pictures of the famous person. Teachers may wish to post these in the classroom in a Story Gallery.

My Own Story

In the sixth and final activity, students create a story circle or story line of their own. First, they choose which one they want to make. Then the directions explain that they can show the events in their own story by making a story circle or story line. Their story can be about something that really happened, or it can be make-believe. Next, they choose to include either four or eight events. Depending on what they selected, a story circle or a story line appears on the screen with four or eight numbers. They use the arrows to select one of eighty-eight small pictures that fits their story; then they click or type a number to place the picture in that position in the story circle or story line. After they have selected pictures for every event, they type the name of their story and their own name. If the printer option is turned on (see Teacher Options), students can print their work. They may wish to color the pictures on their printout and/or write a story to accompany the pictures either on the printout itself or on a separate lined paper.

Teacher Options

The Teacher Options allow you to indicate the printer, interface, and slot that your computer uses

(if they differ from the current settings), or to turn off the printing options (for example, if you have no printer).

You may access the Teacher Options by pressing Control-T (hold down the Control key as you press t) from the Main Menu or from the initial screen, which says: "Teachers: This program has a print option. See the User's Guide for details."

An introductory screen explains the purpose of Printer Options. Then the current settings are displayed.

Printer available: YES
Printer: APPLE IMAGEWRITER II
Interface: APPLE SUPER SERIAL
Slot: 1
Save settings to disk: YES

The first time you enter Printer Options, the current settings are default settings, which are determined by the program based on the computer you are using. The default settings you see may be different from the ones above, depending on your computer.

To change a setting, use the arrow keys to highlight the setting you want to change, then press **return**. If there are two possible settings, pressing **return** will switch back and forth between them. If there are more than two possible settings, a list of the possible settings is displayed. Use the arrow keys to highlight the setting you want, then press **return.**

Printer available This should be set to YES if you have a printer and want your students to be able to print their work. If you do not have a printer, or you do not want your students to print, set it to NO.
Printer This should be set to your printer. If your printer does not appear in the list of printers, it may still be possible to print. Many printers act like other, more popular, printers. This is called emulation. Check your printer's manual to see if it can emulate one of the printers on the list.
Interface This should be set to your interface. Your interface may be a card installed in a slot in your computer, or it may be a port built into your computer. For example, the Apple IIc has a built-in serial port, which acts as a printer interface. If you are not sure, try the default interface setting.
Slot This should be set to your printer's slot. If your interface is a card, use the number of the card's slot. If your interface is a built-in port, the slot depends on the port you use. See your computer's manual for more details. If you are not sure, try the most common setting, slot 1.
Save settings to disk This lets the program "remember" your settings by saving them onto the program disk. Set it to YES if you want the settings saved, NO otherwise.

If you make a mistake and want to cancel all changes (returning all the options to their settings when you entered Printer Options), press **esc**.

When everything is set as desired, press **space**. The settings are saved to the program disk (if you chose to do so), and the program continues from the point that you entered Teacher Options.

If the program does not print properly and you are sure the settings are correct, try turning the computer and printer off and then on again. If you still have problems printing, consult your printer manual.

Troll Associates provides a lifetime guarantee on Troll micro-software disks as long as the product is in production. If any single-user program fails to load or run, simply return it to us for a free replacement.

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